

Reception Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic Title	I am Unique	Space	Tell me a story	Dinosaurs	Minibeasts/Under the sea	Whole School Topic
Personal Social Emotional Development (PSHE)	Settling into school and classroom routines. Learning what friendship is and what it means to be a good friend	Friendship and anti-bullying. Recognise feelings and discuss how others impact upon these	Internet Safety learning to use technology responsibly. Knowing who to talk to when you have a problem with the help of Smartie the penguin	Drug education knowing that medicines are for adults to take care of. Knowing how to stay safe out and about	Financial capability - learning the meaning and use of money	
Communication and Language	Discuss what makes us unique through sharing 'All about me' boxes Learning to listen and attend to short tasks and whole group lessons including stories.	Learn to listen in a large group and begin to follow conversations. Begin to ask questions about new topics Learn to remember lines and perform in our school Nativity	Retelling traditional tale stories through puppet shows, small world and role play. Tell our own story to the class	Discussing prehistoric times. Learning to categorise through dinosaurs. Beginning to understand how and why questions, answer and asking them. Develop broader vocabulary	Learn and apply new vocabulary in their independent play. Learn to follow and add to conversations about subjects that interest them and that they have knowledge of	
Physical Development	Gymnastics - learning to travel in different ways and negotiate space	Dance - using our bodies to express ideas through space travel Throwing skills - begin to develop hand eye co-ordination to throw and catch Develop fine motor control through using a range of tools such as glue spreaders, paintbrushes and sprinkling glitter	Team games - negotiating space effectively and cooperating with others to reach a team goal Fine motor - further enhance handwriting through daily practise of cursive script	Learning to control the movement of a ball through hockey and kicking skills Fine motor - continue to develop handwriting in Wray Common cursive, joining letters to write words	Dance - learn to follow a simple routine and develop performance skills Fine motor - use a range of tools to create a desired effect	
Literacy	Learn and retell the story of Elmer through story mapping and sequencing pictures. Begin to understand the relationship between letters and sounds	Learn and retell the story of Whatever Next. Begin to apply letter and sound knowledge to make meaningful marks	Develop breadth of story knowledge including settings, characters, problem and solution. Begin to write words and short captions using their phonic knowledge	Learn to retell facts through the development of dinosaur text maps Begin to understand and use the different needs to read and write including writing to Dinosaur Dora	Create our own stories and write facts applying phonic knowledge to write in a phonetically plausible way	
Mathematics	Learn to count carefully and accurately with	Begin to understand the concept of adding through	Continue to develop number sense through	Begin to develop understanding of how	Begin to understand how to apply number knowledge	

	numbers to 10. Learn to arrange objects so that they can be counted. Learn to recognise that a numeral represents a set	counting one more, combining two groups, and adding onto another group	subtraction and counting back	numbers can be manipulated through doubling, halving and sharing. Recognising patterns in numbers up to 20	and skills to solve problems such as adding, subtracting, doubling and halving. Begin to notice patterns such as counting in 2s, 5s and 10s	
Understanding the world	Discuss ourselves and families, identifying when we are similar or different. Begin to talk about the world, making simple observations. Discuss and use classroom technology	Begin to develop knowledge of the world through discussing planets and space. Learn about growth and change through an Autumn walk. Discuss the roles and responsibilities of others through role play focused on emergency services and astronauts	Speak about journeys and travel through settings and locations. Continue to develop understanding of how communities are made through small world, role play and story knowledge. Programme a Beebot to travel a short journey	Learn knowledge of prehistoric times including about fossils, decay, growth and extinction. Learn the roles of different types of scientist and what a palaeontologist does. Use classroom technology to record learning	Develop deeper knowledge of growth and change through a Spring walk, making observations of new growth. Continue to develop wider understanding of animals in our world and how we can look after them	
Expressive Arts and Design	Learn the skill of collage through Elmer milk bottles. Begin to apply meaning to marks that are made and begin to represent in more accurate ways. Create a self-portrait using observation skills	Begin to develop cutting and joining skills such as making box craft rockets and decorations. Develop own style of creativity through representation of their own choice	Begin to manipulate malleable materials for effect through making clay characters. Begin to develop understanding of closing space such as constructing bridges for The Three Billy Goats Gruff	Further develop joining skills through split pins. Create fossils through manipulating clay. Learn to relief print through making class dinosaurs	Application of skills to create our own independent learning focused on our topic and also our own learning choices	